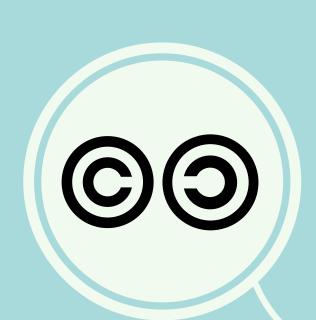
#### Grace S. Taboada

# THE NON-COPYRIGHT AND FREE CULTURE MANUAL



**Issues Regarding Copyright** 

**How to Free Your Work** 





Guide to Free Culture Licenses

## WHAT'S WRONG WITH COPYRIGHT?



# IT MISTREATS MEDIA IN TERMS OF QUALITY AND QUANTITY

Every media requires a good budget, which is necessary for good quality. Depending on the media, artists will have to maneuver with certain budget restrictions if their work is copyrighted. Some media such as books and paintings will have fewer restrictions and more creative freedom, whereas other media such as movies and TV shows have tighter budget restrictions, which makes it more difficult to provide quality work for the media. Even if your work needs financial support, it would not be possible to let this need be resolved because copyright restricts non-artists and coworkers from offering the necessary money to make quality work. Instead, the artist should submit their work under an independent free license, which will allow fans and audiences to provide money needed to make quality work. To make this statement short, quantity and quality should be balanced equally rather than one having more over the other.

## WHAT'S WRONG WITH COPYRIGHT?



## IT MAKES IT DIFFICULT FOR AN ARTIST TO SHARE THEIR WORK

Whenever there is a new project in development, it is mostly kept secret without showing too much content of the work in progress. Although it may prevent surprising spoilers from the audiences, it would also prevent audiences from providing support to their work: whether they're offering money for the media's budget, sharing their work with others, or even improving some flaws and mistakes made in their work. The only support that an artist will get under copyright is if the audience comes to look over the media after it is completed and ready to be released into marketing. With a free license, an artist will be able to share their ideas in an independent and easy fashion. It will be beneficial for both audiences and the artists because they will be providing money for the artist, helping with promoting their work, making distribution less expensive for the artist, and keeping the project up-to-date if it ever gets archived.

## WHAT'S WRONG WITH COPYRIGHT?



RECEPTION OF THE WORK MAY FADE OVER TIME

In the beginning a copyrighted work can gain popularity after it is advertised, even if advertising work can be easily pricey. However, its popularity can decrease to the point that the work can no longer be usable for audiences. As the media becomes more unpopular, it also becomes more obsolete. When the media becomes obsolete, it will be left forgotten in the remainder of its copyright term unless someone eventually restores it for newer generations. A media that is licensed under free culture may lead to a more positive significance. With support from the creator and its audience, the work can grow into a slowly but surely gradual build. The work will be both satisfying by the creator and its audience to the point that its popularity continues to sprout over time. If the work's development and reception are both successful under the free culture license, it would be considered a classic for both old and new generations.

# PARTONE: THE AUDIENCE

How can an audience support an open source work made by you?

#### MONEY

In terms of money, audiences can donate money to the creator along with purchasing merchandise based on the creator's work.





#### WORK

On the subject of work, audiences can create fan-made websites and merchandise based on the creator's work, as long as the creator has a way to ask for the audience's assistance and if the audience gives credit to the original creator.

#### **DISTRIBUTION**

In the matter of distribution, publishing a kind of media without the audience's help can be highly expensive. The creator would need to pay charges depending on how many copies of their work that they plan to sell, which is a tedious experience depending on how much money they can afford to do so. When the audience is here to help, they may be willing to help pay on charges for the work, which will be beneficial and less stressful for the creator.





#### **PROMOTIONS**

In terms of promotions, the work must be able to attract the audience when the creator promotes it in all forms of sharing and social media. If the work is recommendable and appeals well to audiences, the audience will be willing to also help promote the creators work to even more audiences.

#### **ARCHIVING**

In relation to archiving, a work under copyright may need to be archived and preserved, but that process is an expensive one. The copyrighted work would have to remain in the protection of the copyright holder and would have to go through unstable processing of traditional and digital archiving. If this process fails, the copyrighted work may be lost and left forgotten, even if it falls in the public domain. If the work is granted under an open source license, then archiving the work will not require money as the creator and its audience can always update the work with the latest technology in restoring and preserving media.



# PART TWO: THE WEBSITE

Instructions in creating open source work the fast and easy way via the Internet!

#### **STEP 1: CREATE A BLOG**

Most artists usually create a blog such as in Blogger, Wix, or better yet, Wordpress.





#### **STEP 2: CREATE A DONATION ACCOUNT**

Artists will also choose to create a donation account for audiences to donate money for their websites such as in Amazon Payments, Google Checkout, Kickstarter, Paypal, and Patreon.

#### **STEP 3: CHOOSE A FREE LICENSE**

The artist will eventually have to license their work under a free culture license such as the Public Domain mark, one out of three of the free Creative Commons licenses (CC-0, CC-BY, CC-BY-SA), the Free Art License, Copyheart, or even a completely new license made by the artist. It is best that artists must notify the audience that their source is an open one, in which they can copy, share, and rewrite the source's information without copyright boundaries or the creator's permission.





#### STEP 4: UPLOAD FILES TO INTERNET ARCHIVE

Files such as written documents, images, and audio files are recommended to be submitted on Internet Archive. These files need to be marked under the three free culture CC licenses before they can be shared publicly. After sending the files to Internet Archive, the creator must do the same thing to their own website by converting their master file into different formats. If the process is difficult, then the creator may ask their audience for the necessary support.

#### **STEP 5: SPREAD THE WORD!**

Soon enough, the open source work can finally be promoted by the creator and the audiences via social media as long as they mention that the work is granted under a free culture license. Selling merchandise will also be beneficial when it comes to promoting and selling the original work, such as in an online store or convention. In the end, the creator would learn how to successfully share their work in the free and the un-copyrighted way.



#### GUIDE TO CREATIVE COMMONS LICENSES

Creative Commons Licenses allow artists and creators to decide how they want their work to be shared and how audiences are willing to use and share their creations. Each license is typically based on four specific symbols that can be used variously.

#### **ATTRIBUTION**

(BY)

• The work must always be given credit to the original creator.



#### NON-COMMERCIAL

(NC)

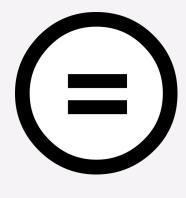
 The work can be shared but only for non-commercial purposes.



#### **NO DERIVATIVES**

(ND)

 The work can only be shared or performed under the work's original verbatim.



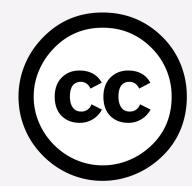
#### SHARE ALIKE

(SA)

 The work can be shared freely as long as it shares a similar license to the work's original print.



### GUIDE TO CREATIVE COMMONS LICENSES



Creative Commons Licenses allow artists and creators to decide how they want their work to be shared and how audiences are willing to use and share their creations. This will determine whether their work accepts derivatives, if derivatives can be shared, if credit is required, and if the commercial work is allowed.



#### CC-0

#### **Public Domain Mark**

- Credit Required? No
- Allow Derivatives? Yes
- Allow Commercial Use? Yes
- Allow Derivatives to be Shared? Yes
- A Free Culture License? Yes

#### CC-BY-SA

#### **Attribution-Share Alike Mark**

- Credit Required? Yes
- Allow Derivatives? Yes
- Allow Commercial Use? Yes
- Allow Derivatives to be Shared? -Yes, as long as others share alike.
- A Free Culture License? Yes

#### CC-BY-NC-SA

#### Attribution-Non Commercial-Share Alike

- Credit Required? Yes
- Allow Derivatives? Yes
- Allow Commercial Use? No
- Allow Derivatives to be Shared? -Yes, as long as others share alike.
- A Free Culture License? No

#### CC-BY-NC-ND

#### Attribution-Non Commercial-No Derivatives

- Credit Required? Yes
- Allow Derivatives? No
- Allow Commercial Use? No
- Allow Derivatives to be Shared? No
- A Free Culture License? No

#### CC-BY

#### **Attribution Mark**

- Credit Required? Yes
- Allow Derivatives? Yes
- Allow Commercial Use? Yes
- Allow Derivatives to be Shared? Yes
- A Free Culture License? Yes

#### CC-BY-NC

#### **Attribution-Non Commercial**

- Credit Required? Yes
- Allow Derivatives? Yes
- Allow Commercial Use? No

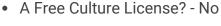
A Free Culture License? - No

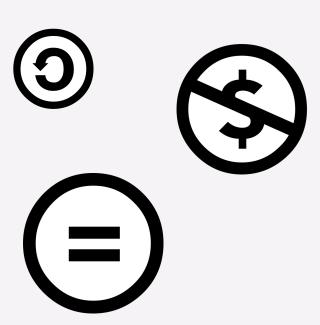
• Allow Derivatives to be Shared? - Yes

#### CC-BY-ND

#### Attribution-No Derivatives

- Credit Required? Yes
- Allow Derivatives? No
- Allow Commercial Use? Yes
- Allow Derivatives to be Shared? No







## THE FREE ARTS LICENSE



#### **PREAMBLE**

With the Free Art License, authorization is given to freely copy, distribute, and transform the works while respecting the rights of the author.

Far from ignoring these rights, the Free Art License recognizes and protects them. It reformulates the exercise by allowing everyone to make creative use of the productions of the mind whatever their genre and their form of expression.

If, as a general rule, the application of copyright leads to restricting access to works of the mind, the Free Art License, on the contrary, favors it. The intention is to authorize the use of the resources of a work; create new conditions of creation to amplify the possibilities of creation. The Free Art License makes it possible to enjoy the works while recognizing the rights and responsibilities of each.

With the development of digital technology, the invention of the Internet, and free software, the methods of creation have evolved: the productions of the mind are naturally open to circulation, exchange, and transformation. They lend themselves favorably to the realization of common works that each can increase for the benefit of all.

This is the essential reason for the Free Art License is to promote and protect these intellectual productions according to the principles of copyleft: freedom of use, copying, distribution, transformation, and prohibition of exclusive appropriation.

#### **Object**

The aim of this license is to define the conditions under which one can use this work freely.

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This work is subject to copyright law. Through this license, its author specifies the extent to which you can copy, distribute, and modify it.

#### 2.1

#### Freedom to Copy (or to Make Reproductions)

You have the right to copy this work for yourself, your friends, or any other person, whatever the technique used.

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#### 2.3

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it requires that changes made to the work be subject to the same license or to a license which also meets these compatibility criteria.

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#### **Your Responsibilities**

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#### VIII

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#### Legal Framework

This license is written with respect to both French law and the Berne Convention for the Protection of Literary and Artistic Works.



# Guide to the Copyheart License (1/3)

 $\Diamond$ 

Copying is an act of love.

Copying is considered an act of love because whenever a work is copied, value is given to the original work. The more copies are made from the work, the more valuable the original work becomes over time. The value is not only added to the work but also added to the audience, who is responsible for making these copies rather than having that value taken away.

 $\Diamond$ 

Love is not subject to law.

As copying is an act of love, that does not mean that love is a subject to law. The Copyheart License does not associate with laws compared to some other licenses. It uses its signature statement rather than educate the audience with a complicated guide to copyright laws.

# Guide to the Copyheart License (2/3)



Please copy and share.

The Copyheart license encourages audiences to copy and share. No restrictions are necessary to copy and share the work of art.

Is the Copyheart a trademark?

Its symbol, (♡), is not considered a trademark, but a statement of intention. The symbol's effectiveness only depends on how it it is use under state enforcement.

# Guide to the Copyheart License (3/3)



Is the Copyheart legally binding?

The license is not considered legally binding because it goes against all copyright laws and restrictions, considering that it does not use any copyright symbols.



How can you grant your work under the Copyheart License?

Use the Copyheart License for your work with this symbolic statement:

"\$\infty\$ 2023 by Author/Artist.

Copying is an Act of Love.

Please Copy and Share. Love is not Subject to Law."

This does not compare with Copyright's symbolic statement: "© Copyright 2023 by Author/Artist. All rights reserved.".

## WORKS CITED

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